

Claims

1. In a computer-readable medium, software objects of a social dilemma virtual world environment for evaluating an interactive online society of plural participants, the software objects comprising:

5 one or more social dilemma exercise objects for implementing a social dilemma exercise between the participants; and

a computer-based communication object for selectively providing computer-based communication between participants in the social dilemma exercise.

10 2. The software objects of claim 1 in which the one or more social dilemma exercise objects are distributed between computer readable media associated with a server computer and plural client computers operated by corresponding ones of the participants.

15 3. The software objects of claim 2 further comprising user interface objects at the client computers in communication with the one or more social dilemma exercise objects to provide corresponding outputs at the client computers.

4. The software objects of claim 1 in which the one or more social dilemma exercise objects implement a Prisoner's Dilemma exercise.

20 5. The software objects of claim 1 in which the computer-based communication object selectively provides synchronous text chat computer-based communication between the participants.

25 6. The software objects of claim 1 further including on a computer readable media associated with a server computer a social dilemma exercise log file that records social dilemma exercise interactions between the participants.

7. The software objects of claim 6 in which the social dilemma exercise log file records computer-based communications between the participants.

8. A method of evaluating online interactive communications, comprising:

selecting a first set of social factor objects and interface factor objects for conducting a social dilemma exercise;

5 selecting a second set of social factor objects and interface factor objects for conducting the social dilemma exercise, at least one of the objects in the first and second sets being different;

conducting for plural participants social dilemma exercises according to the first and second sets of objects; and

10 logging results of the social dilemma exercises.

9. The method of claim 8 in which the social factor objects selectively provide computer-based communication between the participants.

10. The method of claim 9 in which the computer-based communication may selectively include at least one of text-based communication and audio communication.

11. The method of claim 8 in which the interface factor objects provide control over a layout and style with which the social dilemma exercises are conducted.

20 12. The method of claim 8 in which the social dilemma exercise is a Prisoner's Dilemma exercise.

13. The method of claim 8 in which the social factor objects and interface factor objects are distributed between computer readable media associated with a server computer and plural client computers operated by corresponding ones of the participants.

25 14. The method of claim 13 further comprising user interface objects at the client computers in communication with the social factor objects and interface factor objects to provide corresponding outputs at the client computers.

15. In a computer-readable medium, an online interactive communications evaluation system, comprising:

a first set of social factor objects and interface factor objects in for conducting a social dilemma exercise;

5 a second set of social factor objects and interface factor objects for conducting the social dilemma exercise, at least one of the objects in the first and second sets being different;

means for conducting social dilemma exercises for plural participants according to the first and second sets of objects; and

10 an exercise results log object for logging results of the social dilemma exercises.

16. The system of claim 15 in which the social factor objects selectively provide computer-based communication between the participants.

15 17. The system of claim 16 in which the computer-based communication may selectively include at least one of text-based communication and audio communication.

20 18. The system of claim 15 in which the interface factor objects provide control over a layout and style with which the social dilemma exercises are conducted.

19. The system of claim 15 in which the social dilemma exercise is a Prisoner's Dilemma exercise.

25 20. The system of claim 15 in which the social factor objects and interface factor objects are distributed between computer readable media associated with a server computer and plural client computers operated by corresponding ones of the participants.

30 21. The system of claim 20 further comprising user interface objects at the client computers in communication with the social factor objects and interface factor objects to provide corresponding outputs at the client computers.